

GAME BOY ADVANCE

AGB-AE2E-USA

TM

MEGAMAN

BATTLE NETWORK 2



INSTRUCTION BOOKLET

CAPCOM®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
COMIC MISCHIEF



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CAPCOM

©CAPCOM CO. LTD., 2002

©CAPCOM U.S.A., INC. 2002 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO. LTD. MEGA MAN BATTLE NETWORK™ is a trademark of CAPCOM CO. LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

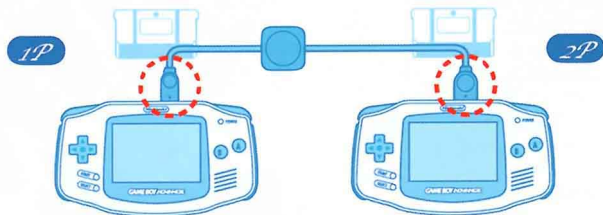
CONTENTS

Game Link® Cable Games	2
Global Trouble!	4
Basic Controls	6
Starting the Game	9
The Real World	10
The Cyber World	12
Battle Setup Screen	13
Battle Screen	15
Result Screen	17
Sub Screen	18
Style Change	24
Items	25
Network Battle	26
Internet	27
Battle Chip Secrets	29
Expert Tips	31
Notes	33
Credits	34



MULTIPLAYER SETUP

CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE



You need:

- 2 **Game Boy® Advance** systems
- 2 **MEGA MAN™ BATTLE NETWORK 2** Game Paks
- 1 **Game Link®** Cable

Making the Connection

1. Make sure the power of both **Game Boy® Advance** systems is Off. Insert a **MEGA MAN BATTLE NETWORK 2** Game Pak into each **Game Boy® Advance** system.
2. Connect the **Game Link®** Cable to the external extension connector on both **Game Boy® Advance** systems. Turn on the systems.

Important: The system connected to the smaller plug is 1P.

Network Play

With two **Game Boy® Advance** systems connected by a **Game Link®** Cable, two players can play **MEGA MAN BATTLE NETWORK 2** simultaneously. When you're ready for network play, select CONNECT in the Sub Screen. You will be asked to save in order to continue. Once connected, you will be able to choose PRACTICE, NET BATTLE or TRADE CHIPS.

The **Game Link®** Cable may malfunction if:

- It is not for the **Game Boy® Advance** system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication Cable.
- More than two **Game Boy® Advance** systems are connected.

GLOBAL TROUBLE!

In 20xx ...

... the age of the network has arrived, thanks to the rapid advancement of the Internet. No one goes anywhere without their portable information device, called **PET** (Personal Terminal).

What is PET?

PET is an advanced cell phone. You can use it not only to make phone calls and send emails, but also as a textbook, a newspaper, a TV and just about anything else you can think of. Every PET has a personality simulation program called **NET NAVI(gator)**, which performs all the network activities for its unique owner.

Virus Busting!

Though extremely convenient, network society is plagued with a singular problem — computer viruses. To eliminate the viruses, people equip their **NET NAVIs** with combat program data called **BATTLE CHIPS**. This electronic protection is called **VIRUS BUSTING**.

Crime Rears Its Ugly Head!

Three months have passed since the military satellite hacking incident perpetrated by the Internet crime organization **WORLD THREE**. People thought the computer viruses would weaken, but their hope has turned



to despair. A new Internet hooligan, the **NET-MAFIA GOSPEL**, has actually boosted the viruses' momentum. This group has already foisted numerous Internet crimes around the globe. Some countries are now financially ruined!

Today is the last day of class at **LAN's** school. While everyone else busily plans for a long, relaxing break, Lan and Dex have other ideas.

"They're looking for net-battlers at Official Square. Let's go there with May! and Yai!"

What shocking adventures await Lan and his friends on the Internet?

BASIC CONTROLS

FIELD SCREEN

The Field Screen is the main gameplay screen in both the Real World (where you control **LAN**) and the Cyber World (where you control **MEGA MAN.EXE**).



BATTLE SETUP SCREEN

When Mega Man.exe encounters a virus in the Cyber World, battle begins. Get ready for battle in the Battle Setup Screen. For information, see page 13.



BATTLE SCREEN

After you choose a Battle Chip in the Battle Setup Screen, you'll fight the virus on the Battle Screen. For information, see page 15.

Display Battle Setup Screen
(when Battle Gauge is full)

Display Battle Setup Screen
(when Battle Gauge is full)

Move Mega
Man.exe

Pause

Not used



Use Battle Chip

Fire Mega Buster

STARTING THE GAME

Press START in the Title Screen to display the following two options. Use the Control Pad to select. Press START or the A Button to confirm your choice.

New Game

Start a new game.

Continue

Resume a previously saved game (available after you have saved a game). See page 17 for details on saving.

Software Reset

At any time during gameplay you can press START and SELECT simultaneously to return to the Title Screen.



THE REAL WORLD

In your quest to hunt down computer criminals, you will move between the **REAL WORLD** and the **CYBER WORLD**. In the Real World, you control **LAN**. He can perform the actions below:

Talk/Check

Press the A Button when standing in front of a person in town to begin a conversation. Press the A Button repeatedly until the conversation is over.

You can also see details about an object by standing in front of it and pressing the A Button. If there is nothing to talk about or learn, nothing appears.



Run

Hold down the B Button and press the Control Pad in a direction. Lan will run that way rapidly.

Talk to Mega Man.exe

Press the L Button to talk to **MEGA MAN.EXE** in the **PET**. When you don't know what to do next, check in with Mega Man.exe. He may give you a clue.

Jack-In

When you **JACK-IN**, you connect your Pet to an electronic device and send Mega Man.exe into the Cyber World. To jack-in, stand in front of an electronic device and press the R Button.

When a problem occurs in the Real World, it's usually caused by a **COMPUTER VIRUS** in the Cyber World. Jack-in and send Mega Man.exe to defeat the virus.

Lan's room is the first place you'll find where you can jack-in. Explore the Real World to find other jack-in locations. You might also get a special chip when you jack-in.

HINT:

Assisting others in the Cyber World may lead you to other jack-in places.



THE CYBER WORLD

From the Real World, jack-into a PC to enter the **CYBER WORLD**. Here, Mega Man.exe fights to defeat viruses, battle bosses and solve problems.

Run

Hold down the B Button and press the Control Pad to move fast.

Talk/Check

Press the A Button to talk to a program or check an object in front of Mega Man.exe. Never neglect checking **MYSTERY DATA**, which you may find laying on the ground. You'll get a bonus!



Talk to Lan

Press the L Button to talk to Lan in the Real World. He may give you a hint.

Jack-Out

Press the R Button to retrieve Mega Man.exe from the Cyber World. Stay alert: Sometimes you cannot jack-out.

BATTLE SETUP SCREEN

When Mega Man.exe encounters a virus in the Cyber World, battle begins. You must defeat all the viruses to win the battle. You must win all battles to win the game!

Selecting Battle Chips

To get ready for battle, choose your **BATTLE CHIPS** in the Battle Setup Screen.

Five randomly-selected Battle Chips in your Folder are displayed in the Chip Select List. Select a chip with the Control Pad, and press the R Button to review its description. Press the A Button to choose the chip you'll send to Mega Man.exe.

BATTLE CHIP INFORMATION

- Battle Chip Name
- Chip Code
- Attribute (Fire, Water, Electricity, Wood or No Attribute)
- Attack Power (offensive chips only)



BATTLE CHIP RULES

Usually, you can only choose one chip to use in the next battle. An exception to the rule allows you to choose multiple chips at the same time:

When two or more chips have the same name or chip code, you can choose some or all of them for use in battle.

Sending Chip Data

After choosing a Battle Chip, move the cursor to OK (use the Control Pad or press START) and press the A Button to proceed to the Battle Screen.

Adding Battle Chips

To add chips, you must select one or more Battle Chips to sacrifice in order to get new chips and add chips to the Battle Setup Screen. The chips you select must be the same type or have the same chip code as the chips you will sacrifice. Next, select ADD and press the A Button.

You will need to fight without Battle Chips for one turn. For every Battle Chip sacrificed, you will receive two chips: one to replace the chip you lost, and one to be added into your Battle Setup Screen. Each Battle Chip you add to the Battle Setup Screen increases the amount of chips you have to choose from for the rest of the battle.

You can have a maximum of 10 Battle Chips to choose from.

BATTLE SCREEN

This is where Mega Man.exe fights the virus. Use your carefully picked Battle Chip(s) to smash the virus and win the battle!





Mega Man.exe's Hit Points

Battle Gauge

Enemy Virus' Hit Points



Area

On the Battle Screen, Mega Man.exe can move     into any square in the red area. Viruses can move in the blue area. Normally Mega Man.exe cannot get into the opponent's area, but you can get him into it if you use certain special chip attacks to expand his area.

Mega Buster

Press the B Button to fire the Mega Buster. This weapon has unlimited bullets. The closer you are to an enemy, the more rapidly you fire!

Using a Battle Chip

Press the A Button to use the Battle Chip you've chosen. The chip data is displayed on Mega Man.exe's head, and its effect is displayed at the lower left.

Battle Gauge

A Battle Gauge in the upper center of the screen builds up automatically. When it is full, you can bring up the Battle Setup Screen by pressing the L or R Button. Go to the Battle Setup Screen to choose more chips for your next attack.

Run

Press the L Button to escape from battle. You won't always be able to retreat — it seems the stronger the enemy is, the harder it is to run!

RESULT SCREEN

When you drain the virus's hit points down to 0, Mega Man.exe wins the battle. The Result Screen appears, showing the Battle Time, Busting Level and data you acquired by winning the battle.

Busting Level

Busting Level is an evaluation of your virus busting performance. The higher the level, the better data you can acquire. Usually you get Zenny (money), but sometimes you will receive data that the enemy was using.

To increase your Busting Level, defeat the enemies fast. There may be other secrets to increasing your Busting Level. Can you figure them out?



SUB SCREEN

Press START in the Field Screen to display the Sub Screen, and then select FOLDER. This shows all the Battle Chips you have available. You can organize your Battle Chips by moving the ones you want to use from the Pack into the Folder.

Toggle between the Pack and the Folder by pressing the Control Pad

◀/▶. First choose a chip,

then choose a chip to exchange with it. (Press the Control Pad

▲/▼ to see a description of each chip.) Press

the A Button after each chip selection to make the trade, or press

the B Button to cancel your selection.



Using the Folder

When you're in battle, you will open the Battle Setup Screen and select Battle Chips from the Folder.

The more you use the Folder, the better you'll get at arranging your chips strategically for success in battle.



REMEMBER:

1. You must always have 30 Battle Chips in the Folder.
2. You can have up to 10 chips of the same kind.
3. You can have up to 5 Navi Chips (for calling Net Navi).

REGULAR CHIPS

As the game advances, you will be able to create **REGULAR CHIPS**. These chips always appear in the Battle Setup Screen. Arranging them effectively will increase your success in battle.

To make a Regular Chip, move the cursor onto the chip in the Folder and press SELECT. A red frame appears around the chip, which is now a Regular Chip.

- To become a Regular Chip, the chip's data size must be smaller than the Regular Memory size. (You can increase the Regular Memory with items you find.)
- Certain chips cannot be made into Regular Chips.



SUB SCREEN OPTIONS

The Sub Screen also shows a list of helpful options. Highlight an option and press the A Button to select it.

Folder

- **SORT** – Press START to display a menu for sorting your chips. Press the Control Pad / to select a method, and press the A Button to sort.
- **PAGES** – Press the L or R Button to turn the pages of the Folder.

Sub Chip

You acquire **SUB CHIPS** from shops and Mystery Data and use them in the Cyber World Field Screen. Once used, Sub Chips disappear. Some types of Sub Chips are:


- **MINI ENERGY** – Restores Mega Man.exe's energy by 50 HPs.

- **FULL ENERGY** – Recovers Mega Man.exe's HP to full.
- **SHINOBI DASH** – Keeps weaker enemies away from Mega Man.exe for a while.
- **UNTRAP** – Disarms a trap on Mystery Data.
- **ENEMY SEARCH** – Increases the probability that the next enemy Mega Man.exe encounters will be the same as the last one he fought.
- **OPEN LOCK** – Unlock Mystery Data.

Library

Look through this list of Battle Chip data (by pressing the L or R Button) to see all the chips you acquire. Names take the place of "?" when you get new chips. The more stars next to a chip name, the rarer it is. How many chips can you collect?

PA Memo

Press the Control Pad  in the Data Library Screen to see combinations of Program Advances. (You can only look at Program Advances you have used.)

Mega Man

Use the Control Pad to highlight different attributes to check on Mega Man.exe's strength status. The levels increase as you enhance Mega Man.exe with power-up programs (see page 25). Also, as the game advances, you can change Mega Man.exe's styles.



Mail

Read Lan's emails, marked with sender names and subjects. (Emails marked NEW haven't been read yet.) Use the Control Pad to select an email and press the A Button to read it. Turn pages by pressing the A Button.



Key Items

Check out your items. Select an item with the Control Pad to see a description. Turn pages with the L and R Buttons.

Connect

Using the optional **Game Link®** Cable, you can exchange Battle Chips or have a Net Battle with your friend. You can also save a network game. (See page 26 for details.)

Save

Save your current game. After saving, you can resume the game at a later time. To do that, select CONTINUE in the Title Screen the next time you start play.

Return

Return to the Cyber World or Real World.

STYLE CHANGE

As you meet certain conditions in the adventure, Mega Man.exe's style will evolve. When a **STYLE CHANGE** occurs, Mega Man.exe's attribute switches and he gets a special ability.

Mega Man.exe can have up to three styles, including the initial Normal Style. To change styles, select MEGA MAN in the Sub Screen.

Style Level

If you keep fighting with the same style, its level will increase and your Charge Shot will become more powerful. (Normal Style has no level.)

Style Example: Heat Guts

- This style has the Fire Attribute.
- Charge Shot becomes a powerful flame-thrower.
- Mega Buster power increases.
- This style is vulnerable to Water attacks, which give Mega Man.exe double damage.

Many other styles are possible. The more you play, the more styles you'll discover. What style will your Mega Man.exe evolve into?

ITEMS

Mega Man Power-Up Programs

- **HP (Hit Points)** – Automatically adds 20 to Mega Man.exe's maximum HP.
- **REGULAR UP** – Increases regular memory by one to three units.
- **BUSTER UP** – Enhances Mega Buster by increasing Attack (shot power), Rapid (shot speed) or Charge (charge shot).

Pass Code

Acquired from other characters, these unlock a personal Security Cube.

Bug Fragment

Bug Fragments are scattered throughout the Cyber World as Mystery Data. Always pick them up. You might be able to trade them for chips or items in the Cyber World.

MEGA MAN'S GLOSSARY

BUG a mistake in a program that causes the program to malfunction.

.EXE a program that executes an activity.

SERVER a computer shared by everyone, containing lots of data

TRANSMISSION sending program data; since Net Navis are programs, they are transmitted through a cable when you jack-in.

NETWORK BATTLE

Using the optional **Game Link®** Cable, you can exchange Battle Chips or have a Net Battle with your friend. When ready, select CONNECT in the Sub Screen. (See page 2 for network play setup.)

Practice

Battle against your friend. Both players choose PRACTICE to start. You'll be able to pick up objects in the battlefield — use them strategically.

Net Battle

The basic rules are the same as for Practice, but the winner takes a Battle Chip from the loser. The higher your

Busting Level is, the more likely you are to get a rare Battle Chip. You can only choose this mode when both players have at least one Battle Chip in their Packs.

Trade

Exchange one Battle Chip in your Pack with your friend. Both players choose chips, then choose YES to make the trade. When one player wants to give a Battle Chip to the other (rather than trade), the receiver should choose NONE.

INTERNET

You can go to the world of the **INTERNET** by jacking-in to the computer in Lan's room. The Internet is a huge network that links the whole world. It has many complicated areas. Here you'll find **NET TRADERS** who sell chips, power-up programs, etc. and **CYBER SQUARE**, where Net Navis relax. You may also find someone's homepage.

Security Cube

In some places on the Internet, a **SECURITY CUBE** is set to protect the area from a virus. If someone put a Security Cube at the entrance of their homepage, you can unlock it by getting the **PASS CODE** from the person.

Favorite

When a jack-in device is connected to the Internet, see if you can find out its **ADDRESS**. Then you can go to that device through the Internet.

Link & Net Battle

You cannot go to all the areas on the Internet. There are several dead-ends. To proceed, see if you can find a **LINK**.

When you talk to people in town, they will sometimes challenge you in **NET BATTLE**. If you win, they may sometimes give you a Link. When you get a Link, go on the Internet and try it.

Shop

Shops have items for sale, but you'll need **ZENNY** to buy them. You gain Zenny by winning battles and sometimes by checking Mystery Data.

Talk to a **NET TRADER** in the Cyber World to display the Shop Screen. Put the cursor on an item and press the A button to see its description. Net Traders have only limited items and certain items may be sold out.

HINT: Look for shops in the Real World.

Cyber Square

Net Navis gather here to relax, visit shops and check the BBS. A special Cyber Square known as **OFFICIAL SQUARE** is located in Densan Area.

BBS

Check this out for information and opinions.

BATTLE CHIP SECRETS

The most important concept in this game is to collect as many Battle Chips as possible and use them strategically.

Attack Power

Attack Power is the amount of damage inflicted by a hit. Usually the higher the Attack Power, the better for you – but that's not always the case. Attack range, number of hits and attribute are also important factors. Make sure you always have the Battle Chips suited to your strategy in the Folder.

Attributes

Five kinds of attributes are available: Fire, Water, Electricity, Wood and No Attribute.

Fire defeats wood. Wood defeats Electricity. Electricity defeats Water. Water defeats Fire.

If you attack with an attribute that has an advantage, the damage you do is doubled. The Battle Chip description shows its attribute, but you have no information on the enemy's attribute. Try to guess an enemy's attribute by its look.

Chip Code

The Chip Code is shown by an alphabet letter. In the Battle Setup Screen, you can choose more than one Battle Chip of the same Chip Code. A Chip with a '*' is like a joker in cards and can be selected with any Chip Code.

Program Advance

Battle Chips sometimes transform into new ones with mysterious powers. This happens when they are chosen in specific combinations. This is called Program Advance. The Program Advances you find will be registered on the P.A. Memo in the Data Library.

Chip Traders

Machines called Chip Traders appear in certain places. Turn in some Battle Chips to a Chip Trader and receive a new Battle Chip in return. Be ready for a surprise!

Retro Chip Trader

To use Retro Chip Trader, you need:

- 2 **Game Boy® Advance** systems
- **MEGA MAN BATTLE NETWORK** Game Pak
- **Game Link®** Cable

Retro Chip Trader is an old type Chip Trader. By turning in a chip from **MEGA MAN BATTLE NETWORK**, you can get a rare chip. When you see a message telling you to connect **MEGA MAN BATTLE NETWORK** with the **Game Link®** Cable, follow the instructions and select a chip to turn in on the **MEGA MAN BATTLE NETWORK** side.

EXPERT TIPS

Pay Attention to HP!

Hit Points do not recover after a battle. Don't forget to use a recovery item or a Sub Chip to recover HP. Sometimes an Energy Ball appears in the Result Screen and recovers some HP.

Use the Battle Environment!

If you use the environment of the battlefield cleverly, you will have an advantage in battle. For example, a grass field panel catches fire easily. If you use a fire attack, the damage is doubled. If you use an electricity attack on an ice panel, the damage is also doubled.

Talk to Mega Man.exe!

Stumped? Can't figure out what to do next? Press the L Button and talk to Mega Man.exe. Also, when something happens to Mega Man.exe, you may find a way to proceed if you talk to him.



Rest in Bed When You're Tired

You can sometimes rest in bed after an event. Maybe something new will happen in the morning.

Check the BBS

People write various requests in the BBS in the Official Center. Take a look.

Put Battle Chips in the Folder

You cannot use a Battle Chip you acquire in battle until you put it in the Folder. Press START to display the Sub Screen, then choose FOLDER.

Watch the Demo

Be sure to watch the instruction demo for selecting Battle Chips for battle. If you go through the demo once or twice you'll see how easy the process really is.

Go Online Shopping

Enemies too strong? Buy power-up programs from Net Traders when they appear and you can enhance Mega Man.exe.



NOTES

CREDITS

MANUAL

Hanshaw Ink & Image

MARKETING

Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson, Nate Williams

CREATIVE SERVICES

Jennifer Deauville, Marion Clifford

PACKAGE DESIGN

Michi Morita, Jamie Gibson

TRANSLATION

Masayuki Fukumoto

PUBLIC RELATIONS

Melinda Mongelluzzo, Matt Atwood, Carrie Root

SPECIAL THANKS

Bill Gardner, Robert Lindsey, Customer Service

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.



CAPCOM

PRINTED IN JAPAN